



# Enabling Physical Analytics in Retail Stores Using Smart Glasses

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*Joint work with*

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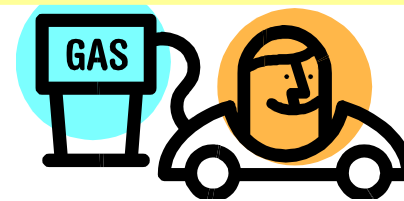
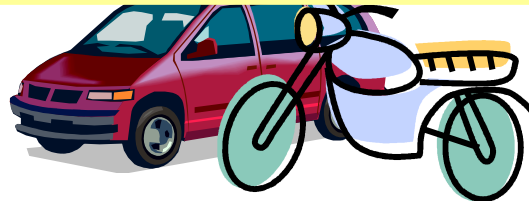
*\*Microsoft Research India*

**ACM MobiCom 2014**

**September 8, 2014**



Important to capture shopper behavior not only in the **online world** but also in the **physical world**



Even excluding those categories:

Online sales in U.S. in 2013 only

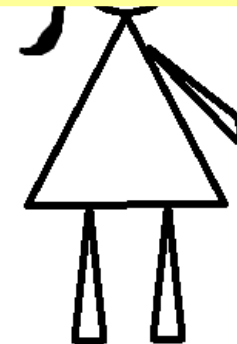
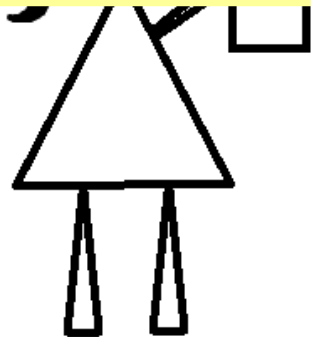


11%



## Human behavior in the physical world:

- ✓ Contains signals missed by web-analytics & loyalty programs
- ✓ Indicates reinforced interest in buying



## Physical Analytics

Understanding the intent of the shoppers  
in the physical world



Apples



## Benefits



Alice sees a coupon as she is  
about to walk away!

Enable contextual  
recommendations

Shopping list  
reminders

Guides to product  
locations



# Our approach

Phytics Engine



**Enable a wide coverage and obtain rich user profiles!**

**Do not tie ourselves closely to any store..**



Technology

Localization, Product layouts, User analytics

Incentives

**Stores:** increased sales

**Physical analytics provider:**  
share of profits by partnering  
with stores

**Users:** discounts, shopping

Privacy

Survey: Co January 17, 2012, 9:00am EST

Mar 14, 2014 at 1

## Shoppers Willing to Tell All

Share 37

A new consum  
provider [Swirl](#),  
[and Ani](#) and Tin  
indoor location  
consumer acce  
overblown.



**Teresa Novellino**

Upstart Business Journal Entrepreneurs &  
Enterprises Editor

[Email](#) | [Twitter](#)

It is true that co  
[to their location](#)  
clear value for  
doing so.

It might surprise retailers, but a new IBM  
study reveals that consumers are much  
more willing to give up information about  
themselves.

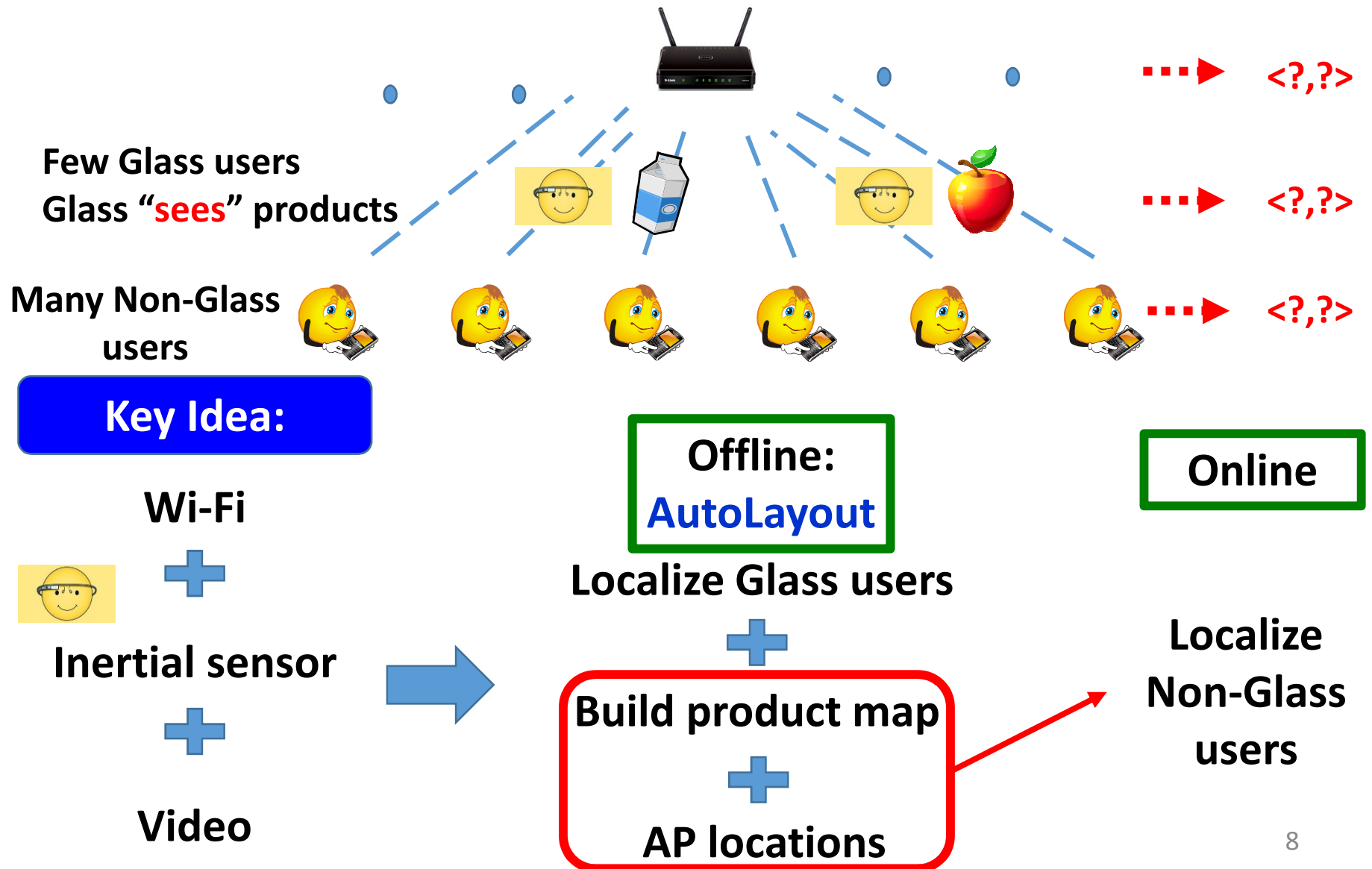


**AutoLayout**



**Behavior  
Classification**

# Overview: ThirdEye - AutoLayout





Contextual  
recommendations

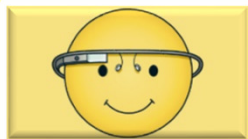
Shopping list  
reminders

Guides to product  
locations

User Location

Product Locations

Offline



Crowd-source:  
No manual effort  
Virtual coordinates

Frequently changing  
Items in stock

Online

Access Point  
Parameters

Leveraged to  
localize/analyze  
glass/non-glass

Offline Phase (AutoLayout) →

# Problem formulation: unknowns

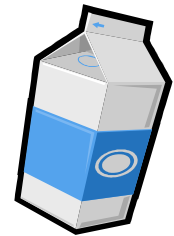


Localization

$sLoc_k^i$ : 2D location of  $k^{th}$  shopper after  $i^{th}$  step

Product layout

$pLoc_j$ : 2D location of  $j^{th}$  product in store



$\langle P_l, aLoc_l, \gamma_l \rangle$ : parameters of  $l^{th}$  access point

Path loss constant

Access point location

Transmit power

Critical to  
localize non-  
glass users!

# Problem formulation

Minimize

Leveraged by [EZ]: ties shopper locations with AP parameters (AP location, AP Tx power, ..)

Wi-Fi term

Inertial sensor term

Camera term

$$w_1 \cdot \mathbf{r}(sLoc, aLoc, P, \gamma) + w_2 \cdot p(sLoc, t) + w_3 \cdot q(sLoc, pLoc)$$

**Log Distance Path Loss (LDPL) model:**  $eRSS(sLoc, apLoc, apTxPwr, \gamma) = apTxPwr - 10 \gamma \log(\| sLoc - apLoc \|)$

Minimizes error in measured RSS values and those estimated by parameters describing the LDPL model

$$\sum_l \sum_{mRSS_{l,k,i} \in W_l} \| mRSS_{l,k,i} - eRSS(sLoc_k^i, aLoc_l, P_l, \gamma_l) \|$$

$l^{th}$  AP      Over all measured RSS values from that AP across all users

# Incorporate mobility: inertial sensors

## Minimize

Wi-Fi term

Inertial sensor term

Camera term

$$w_1 \cdot r(\text{sLoc}, \text{aLoc}, P, \gamma) + w_2 \cdot \boxed{p(\text{sLoc}, t)} + w_3 \cdot q(\text{sLoc}, \text{pLoc})$$

**Accelerometer:** step-count [Zee, UnLoc] → distance

**Compass:** heading direction

For all shoppers, at all steps:

$$- x_{i+1} \approx x_i + d * \cos(\theta)$$

$$- y_{i+1} \approx y_i + d * \sin(\theta)$$

Displacement between  
inferred locations at  
consecutive steps close to the  
estimate of displacement from  
the inertial sensors

$$\sum_i \sum_k \|sLoc_k^{i+1} - sLoc_k^i - \hat{e}_k^i\|^2$$

$i^{th}$  step       $k^{th}$  shopper

$$\hat{e}_k^i = [\cos \theta_k^i \quad \sin \theta_k^i]^T$$

# Tie in product locations: camera

Minimize

Wi-Fi term

Inertial sensor term

Camera term

$$w_1 \cdot r(sLoc, aLoc, P, \gamma) + w_2 \cdot p(sLoc, t) + w_3 \cdot \boxed{q(sLoc, pLoc)}$$

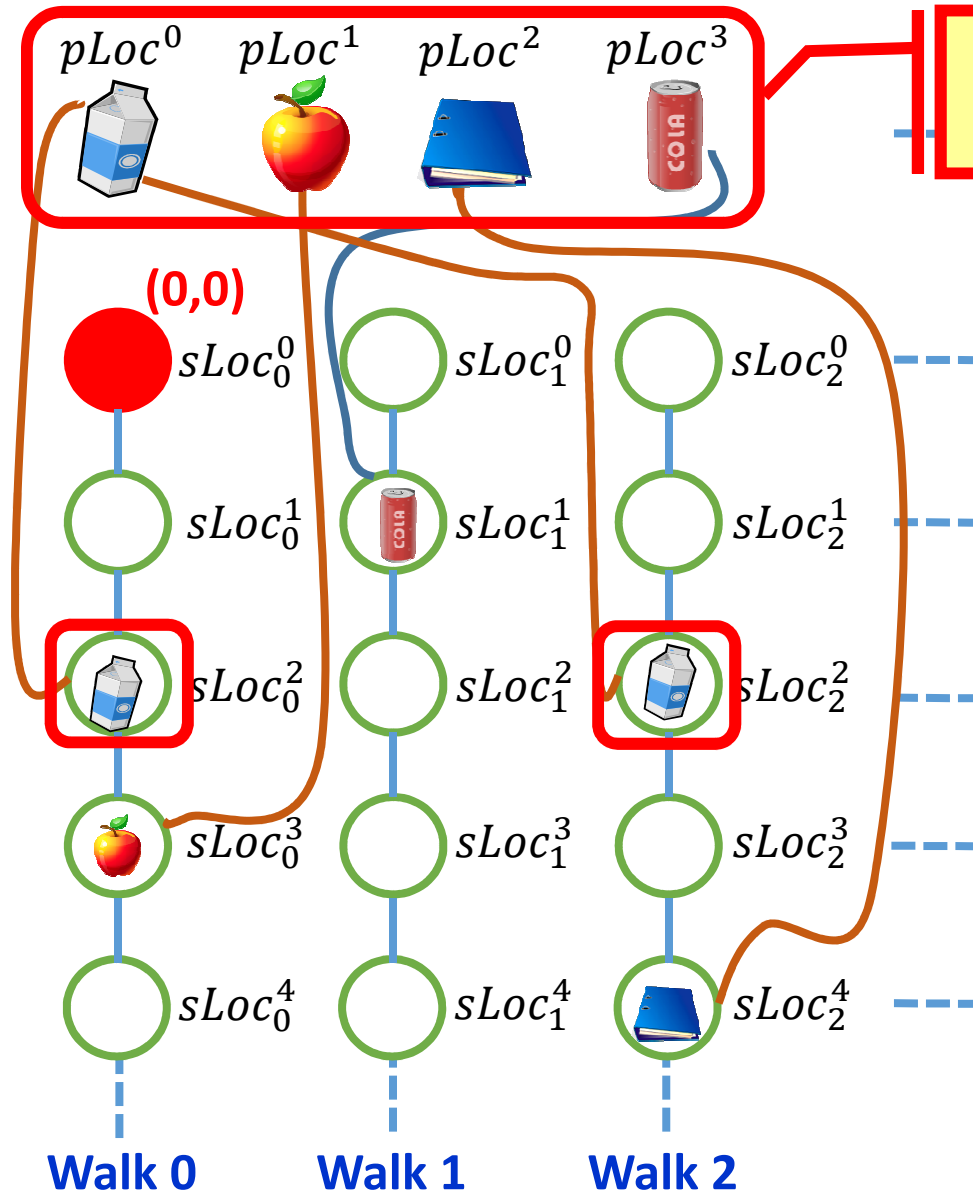
Leverage Google Reverse Image search to obtain labels for product images

All shopper locations from where a particular product was seen must be close to each other

$$\sum_j \sum_{\langle k, m \rangle \in L_j} \|sLoc_k^m - pLoc_j\|^2$$

$j^{th}$  product       $k^{th}$  shopper saw  $j^{th}$  product at  $m^{th}$  step

# Optimization



**Leverage product locations to align different walks**

- Origin:  $sLoc_0^0 = (0,0)$
- Leverage mobility: Locations within a walk are connected via inertial sensor data

**Milk seen by shopper 0 and shopper 2**

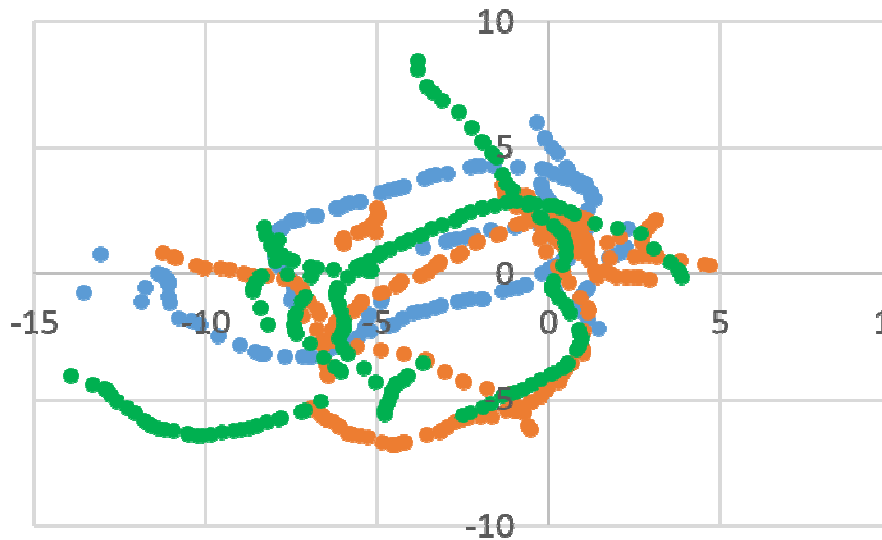
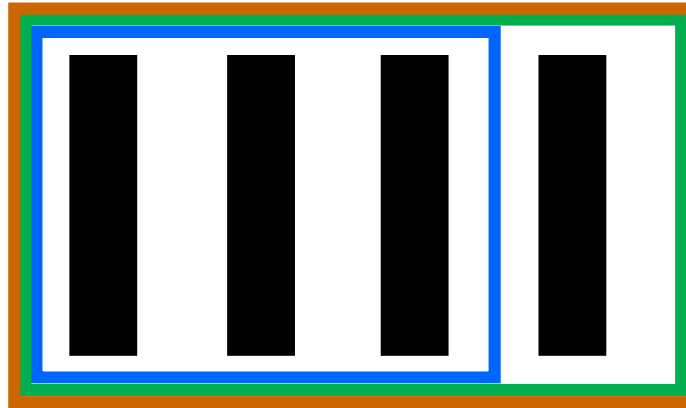
- Run BFS to initialize all shopper & product locations

- Gradient descent: refine initial estimates

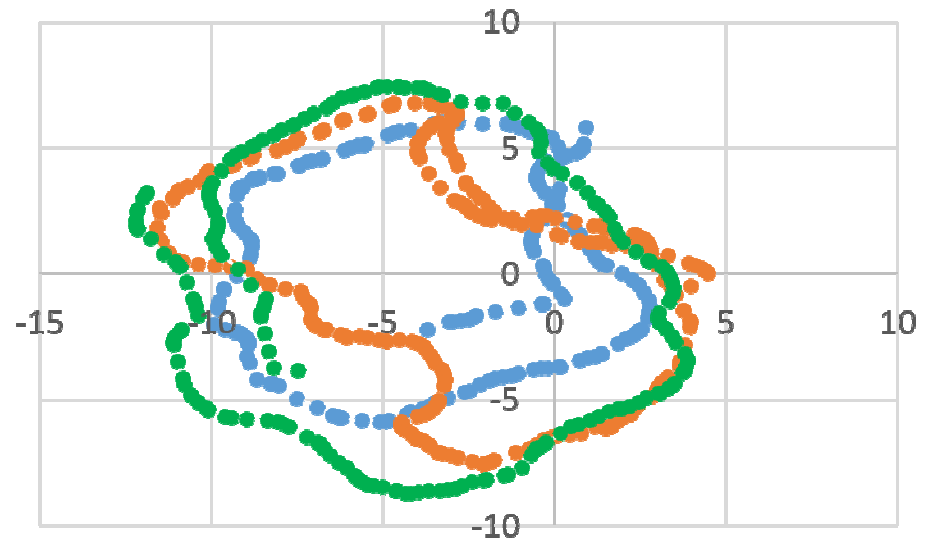


# Example walks around aisles in Target

Actual walks  
around aisles

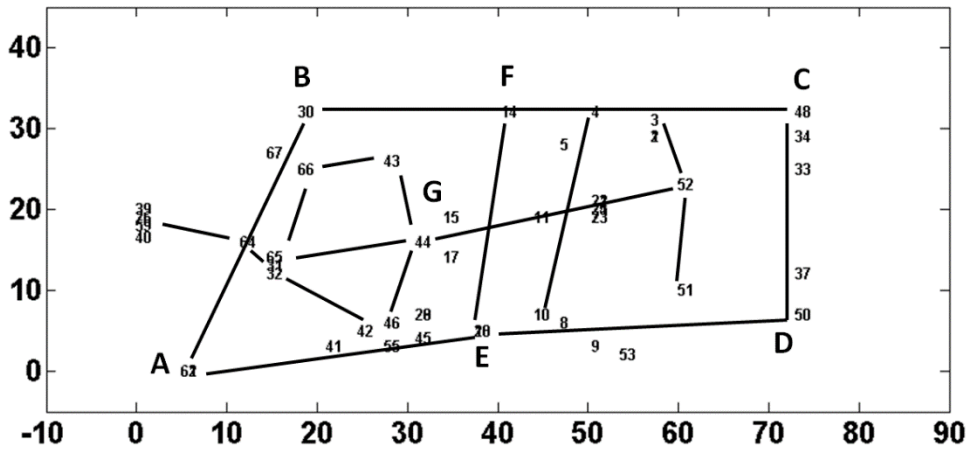


**After BFS: all tracks  
are in same  
coordinate system**

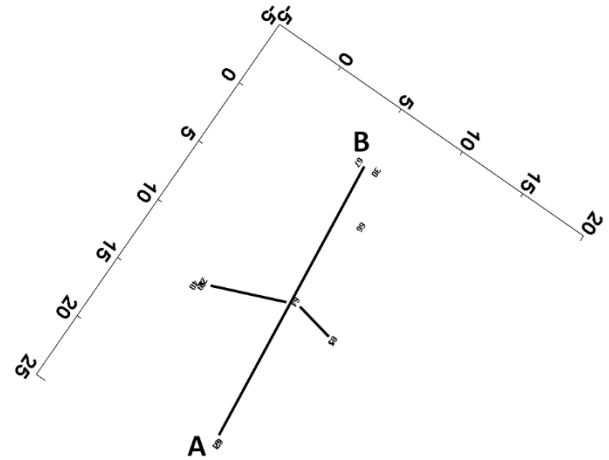


**After optimization:  
tracks look closer to  
actual walk**

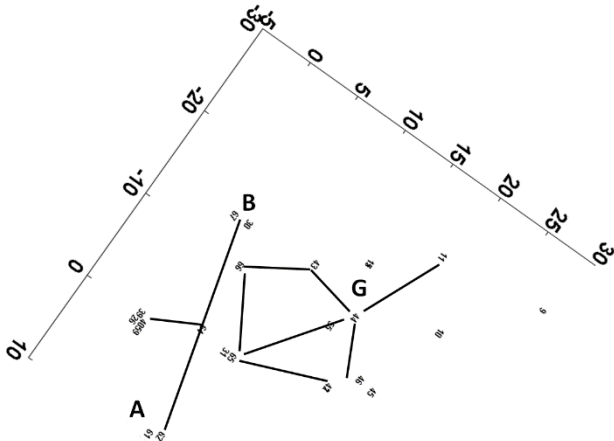
improves with more shoppers



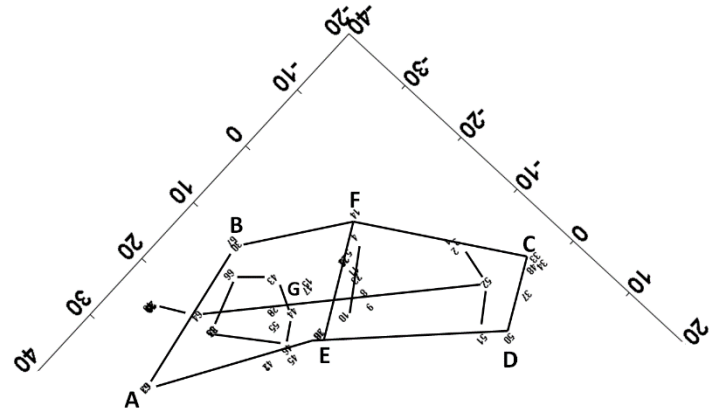
## Actual Layout



2 Shoppers



**4 shoppers**

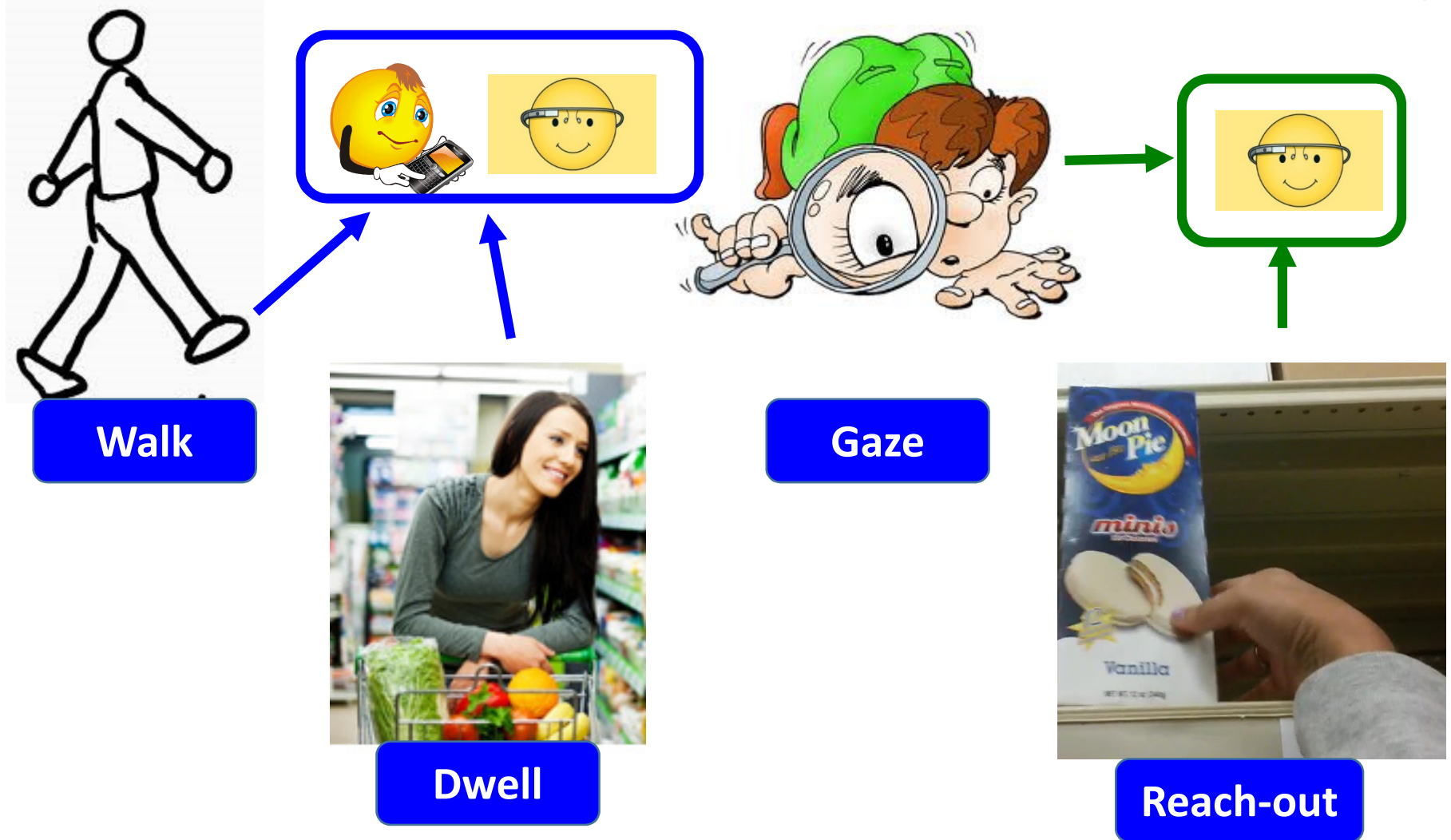


**7 shoppers**

**AutoLayout**

**Behavior  
Classification**

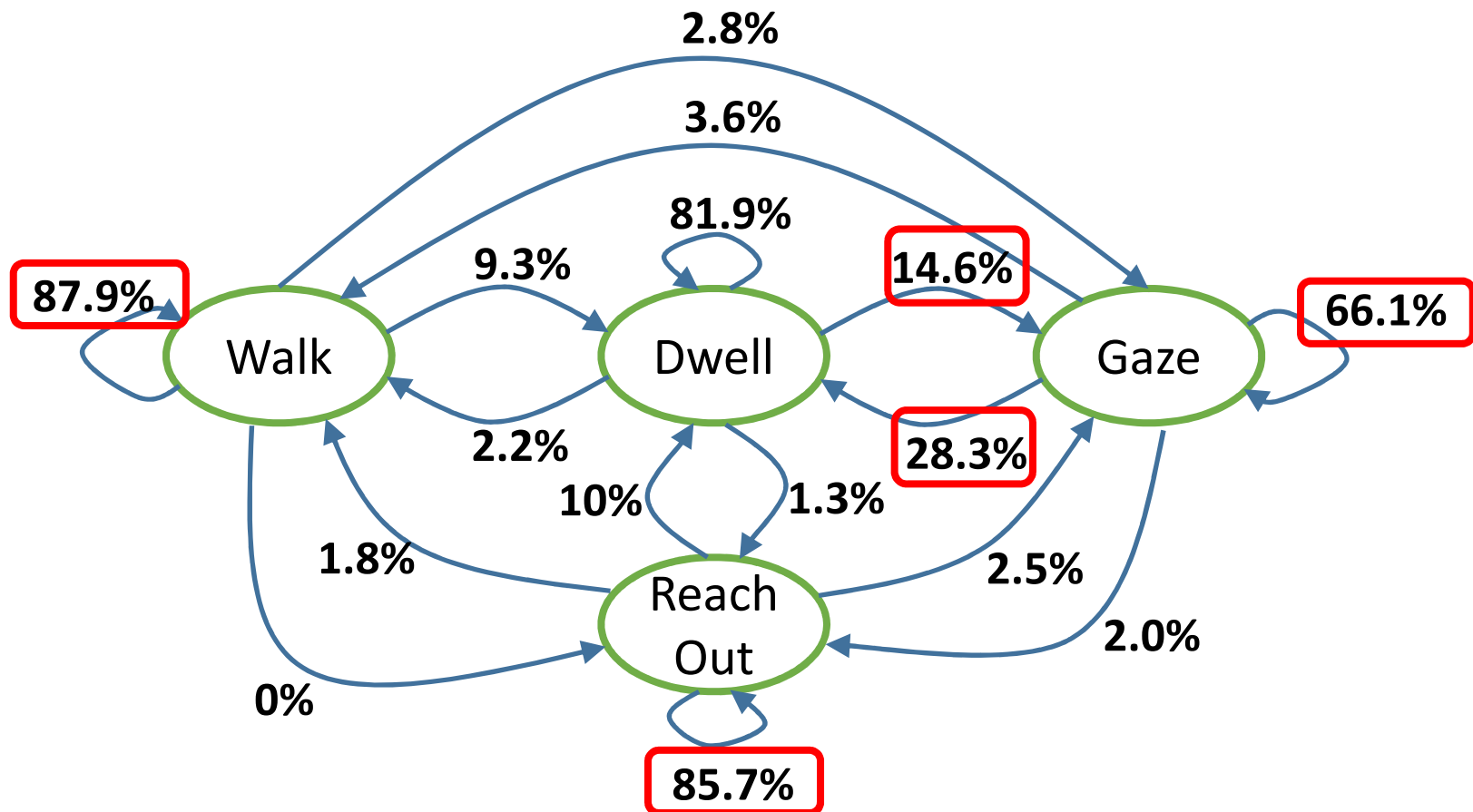
# Overview: ThirdEye - User analytics



In a retail setting

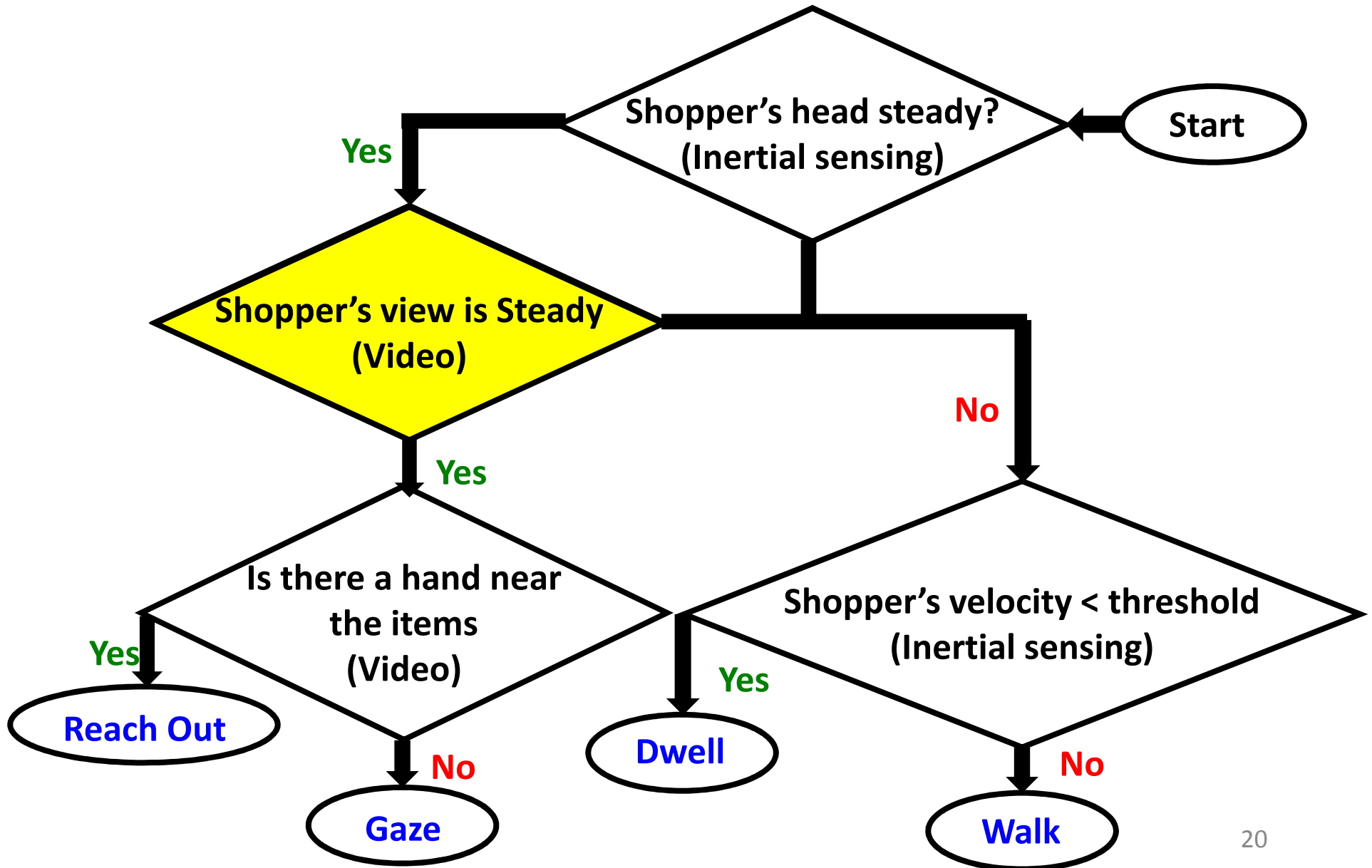
**Analyzed 3 hours of shopping videos from 7 shoppers wearing Google Glass from 2 large stores: H-E-B and Target**

**Time spent: dwell (50.7%) > gaze (23.7%) > walk (17.3%) > reach-out (8.2%)**



- Most frequent inter-state transitions: dwell and gaze
- All states: tend to remain in same state for few seconds

# Behavior classification algorithm





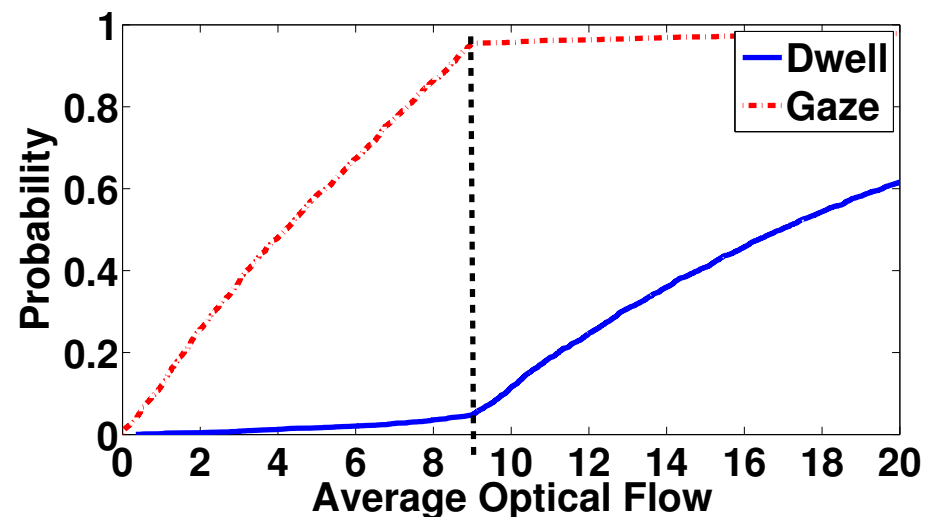
# Gaze and Reach-out

When shopper is gazing/reaching-out scene in front of him does not change

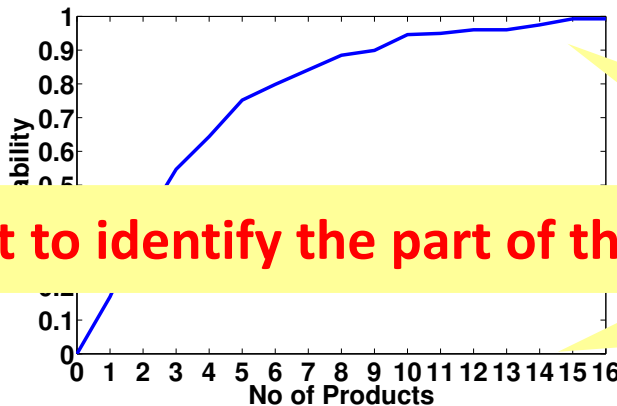
**Leverage vision based technique Optical Flow to detect gaze/reach-out**

- Optical flow (of): difference in terms of pixels between consecutive images
- If  $of < of_{gaze}$  detect gaze/reach-out

**88% detection rate at  
1.8% false detections**



# Attention identification



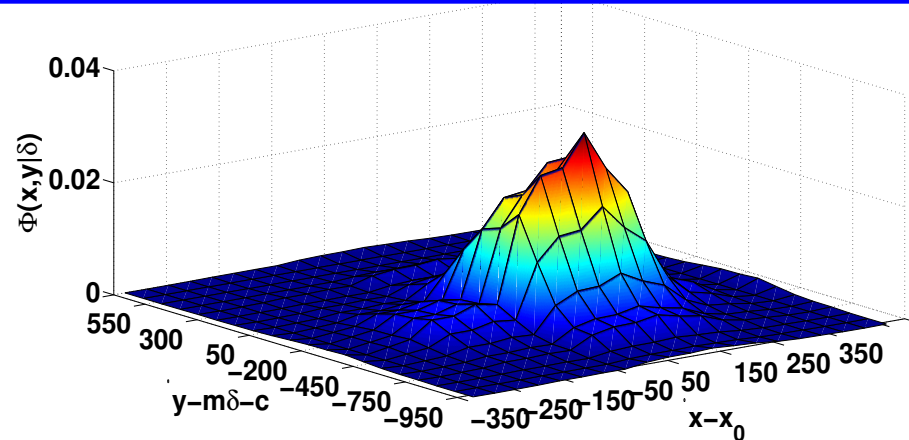
A frame may

Important to identify the part of the frame that user was interested in!

as 16 items!

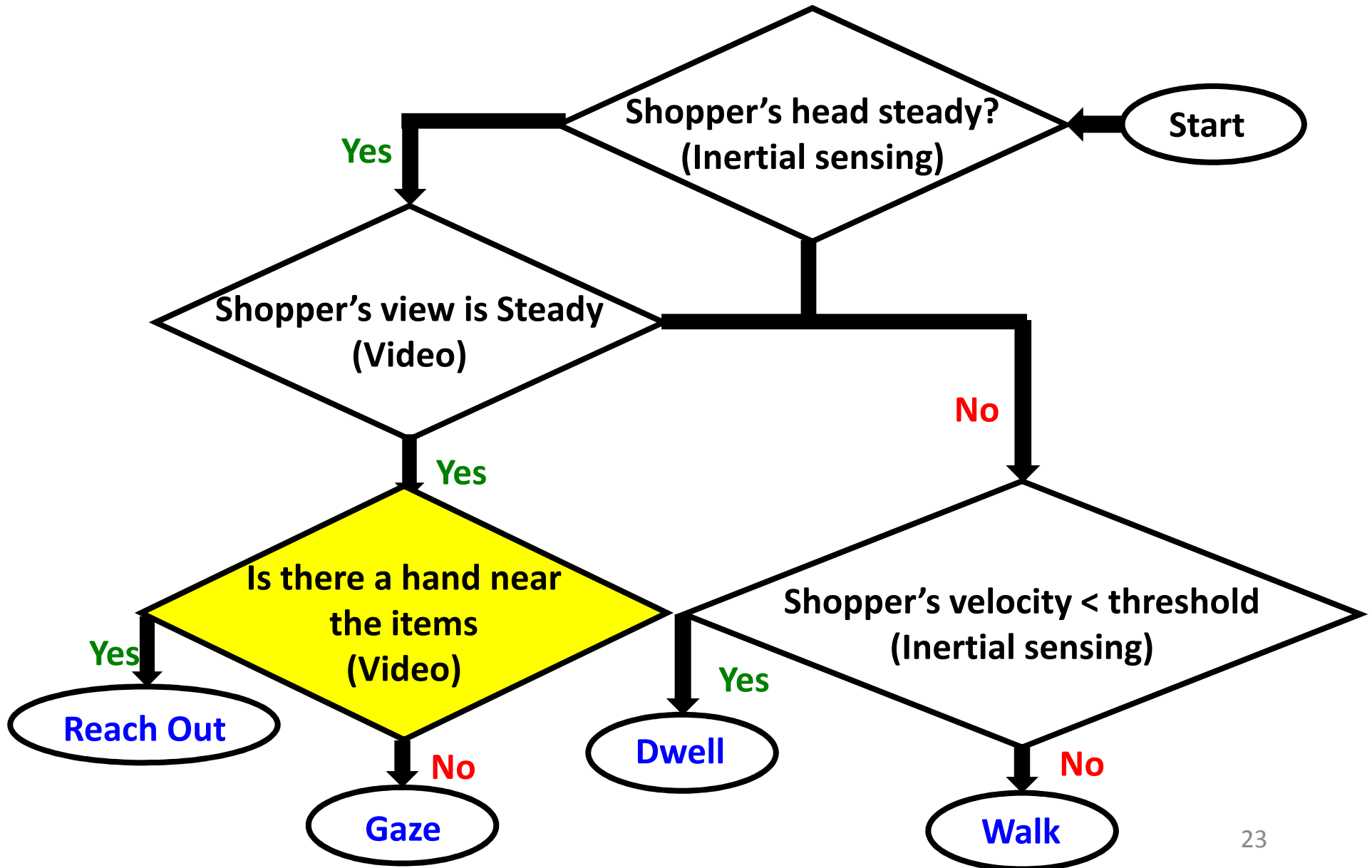
- Estimated X: center of frame with offset for camera position
- Estimated Y: Function of head tilt

PDF of error in X, Y estimates



Accuracy of product identification: Top 1: 76%, Top 3: 90%

# Behavior classification algorithm



# Reach-out detection

Reach-out indicates high degree of interest: important to detect



**Hand seen in the frame:**

— **detect hands to detect reach-out**

**Train TextonBoost Classifier**

# Leveraging TextonBoost classifier

**Divided hand**



**Cluster together  
nearby segments**

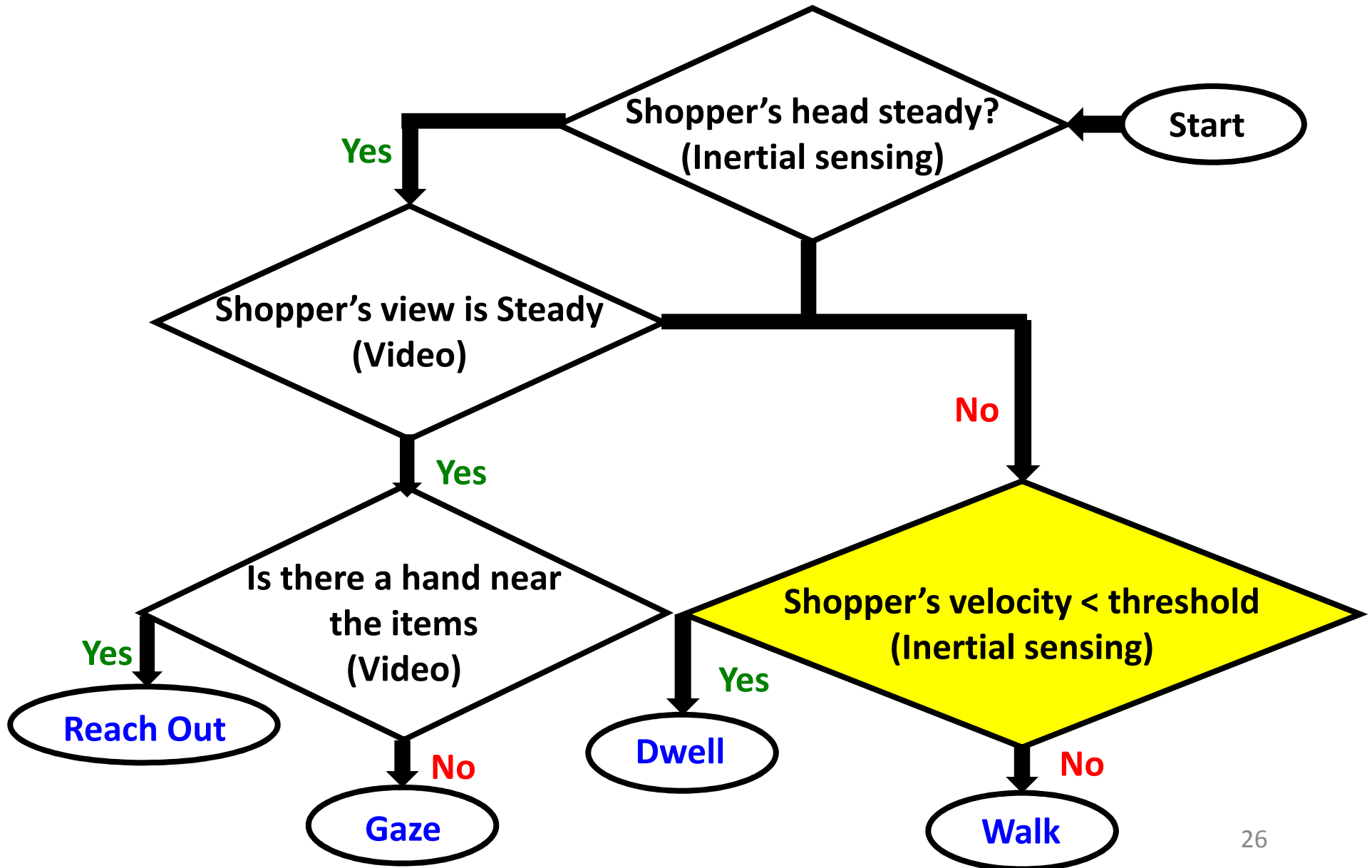
**Spurious hand**



**Ignore very small  
segments**

**Detection success rate: 86% False detection rate: 15%**

# Behavior classification algorithm





# Dwell detection

Accelerometer showing that user is static?

Shopper may not be static, he may take few steps looking at nearby items

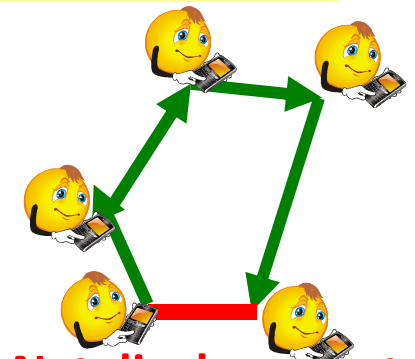
**Dwell characterized by small net displacement!**

Detect dwell based on periods of low net displacement

Suppose  $K$  steps in time window  $\tau$  and heading at step  $i$  is  $\theta_i$   
— Detect steps using prior work Zee [MobiCom 2011]

Magnitude of  
net velocity  
vector

$$\|v\| = \sqrt{\left(\sum_{i=1}^K \cos \theta_i\right)^2 + \left(\sum_{i=1}^K \sin \theta_i\right)^2}$$



**Net displacement  
in 5 sec**

**Dwell if:**

$$\|v\| < \|v\|_{dwell}$$

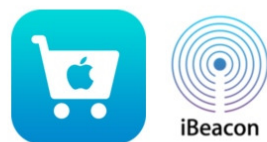
**95% detection rate at 10% false alarms**

# Related work

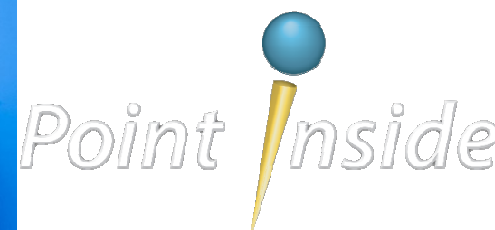
## Research

- Localization [MobiSys12, MobiCom10, MobiCom12, ..]
- Vision [ICCV09, ICCV13, ..]
- Robotics [UbiComp09, ..]
- Human-activity sensing [Sensys07, ..]
- Shopping-behavior [UbiCom08, Pervasive Computing11, ..]

## Industry



Get In-Store  
Notifications



# Conclusion

## Our contributions

- Fuse Wi-Fi, inertial sensor and video data from smart glasses
- **AutoLayout**: Map the store without any user or store input
- Use these inferences to track glass/non-glass users in online phase
- Characterize **walk, dwell, gaze** and **reaching-out** activities of shoppers
- **Attention identification** within the captured frame

## Future work

- Larger data-set for patterns representative of more diverse population
- In-depth analytics of shoppers

# Thank You!

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